

AMENDMENTS TO THE ABSTRACT:

A game apparatus includes, for example, a CPU, and a ROM ~~and/or a RAM for~~
~~executing and storing game programs and game program backup data, which are integrated in a~~
~~cartridge housing that may be detachably loaded into the game apparatus.~~ The ROM stores a
plurality of game programs, and the RAM ~~The RAM has multiple pre-allocated backup game~~
data ~~storing storage areas for the respective use by different game programs during their~~
respective execution including a single-player game backup data area, a multi-player game
backup data area and a shared backup data ~~storing storage~~ area. The shared backup data ~~storing~~
storage area is ~~written with shared gameplay provided for storing information that is utilized~~
~~accessible in common by a plurality of games[[.]], and separate game backup data storage areas~~
~~are provided for each of the single-player version of a game and the multi-player version of a~~
~~game.~~ ~~When~~ If a predetermined game condition is accomplished ~~as a result of gameplay during~~
progress of a game by an operator playing a game ~~started from one of the plurality of stored~~
game programs, the CPU writes information relating to the ~~predetermined accomplished~~
condition to the shared backup data storage area and to the backup data storage areas for both the
single-player game version and the multi-player game version ~~a backup area corresponding to~~
the ~~started particular game program and also writes the same information to a backup area of at~~
least one other game program that was not yet started by the operator ~~in progress in which the~~
~~condition was accomplished.~~